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Witcher TTRPG Homebrew Collection

Scholar

Defining Skill

Higher Education (Int)

Effect

Pioneers in academia and philosophy, Scholars are respected across the land for their intelligence. Whenever they seek to persuade through knowledge, the Scholar may roll **Higher Education** against a target's *Education*, instead of rolling *Persuasion*. Furthermore, each rank gained in this skill increases the Scholar's capacity to memorise diagrams and formulae by 2. **Higher Education** may be used in place of any check that would require *Education*.

Magic

Vigor

0

Skills

Skill Options

- Deduction
- A Language

- Monster Lore
- Tactics
- Teaching
- Forgery
- Fine Arts
- Human Perception
- Crafting
- Resist Coercion

Gear

Gear Options

Pick 5:

- Writing Kit
- Crafting Tools
- Fashionable Clothing
- Lantern & 5 Candles
- Satchel
- Crossbow & 10 Bolts
- Journal & Lock
- Portable Telescope
- Gwent Deck
- Pipe & Tobacco

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Profession Play Description

Choose brains over brawn and wield knowledge to become a famed author, a legendary academic, or a skilled artificer.

Insight

Some spend their lives mastering the sword or a craft, but others dedicate their lives to knowledge. Freyd and his student Junn were such people.

"Freyd was a solitary man, but when unanswerable questions arose, he was the one to seek. It was for that very reason Junn knocked on his door. “I read in a book that a healing flower blooms only in a ruin in the great forest. My mother needs it. Where can I

find it?” The girl asked. The sage man stroked his beard as he answered in a gruff voice. “Head east, girl! Yes, quite. Past the white oak trees and, hmm, along the river that flows uphill.” The next day Junn returned, looking as though she had raced the very wind itself to be there. “I found the ruin, but a foul-smelling monster guards it! What can I do?” “Hmm. What? The monsters. Yes, hmm.” Freyd went into his cottage and found a gnomish sword, adorned with runes and glyphs. “Hmm. I made this. Yes. Off with you!” When night fell, the girl returned, battered, bruised and bloodied. “I bested the creature and made it into the ruin, but a thousand flowers bloom there with colours I know not! Which one do I seek?” “That one.” the man pointed into the night sky. “See how those stars make a squiggly circle that leads into a line? Like a rose? That one, hmm. Yes. Go now.” Junn was all smiles upon her return. Her quest was done and her mother healed. “How did you know all this?” She asked the old man. “Hmm? Oh,” he said and pointed to a name on the cover of the very book she had first shown him. “I wrote the book.” He answered. Thus, Junn became the student of Freyd, for knowledge must be passed on, in books or to people. For it is not always the swing of a sword that brings victory, but the stroke of a quill. Such is the way of the Scholar."

Starting Coin
180 Crowns x 2d6
Average
-

Skill Tree

The Author	**The Artificer**	**The Academic**
WANTED Poster (EMP)	**Grants & Funding (EMP)**	**Autodidacticism**
By rolling **WANTED Poster** against a DC set by the GM, the Scholar can encourage people in an area to come forward with information or services in regard to the poster’s content. This gains a +1 bonus for every 50 crowns invested as a reward. This lasts for a number of days equal to the Scholar’s ranks in **WANTED Poster**.	By convincing guilds, nobles or influential figures within a settlement, the Scholar may roll **Grants & Funding** against a DC set by the GM. Success ensures the Scholar a 10% investment cost discount toward the next item they craft for every 2 points scored over this DC (to a max. of 100%). Repeat use of **Grants & Funding** increases the DC at the GM’s discretion.	Capable of self-study without supervision, a Scholar applies half of their ranks in **Autodidacticism** toward the ‘Study & Practice’ self-learning cap of 2 (to a max. of 7 at rank 10). Furthermore, at rank 7 the Scholar’s **Autodidacticism** doubles the amount of I.P. earned during this activity.

Enchiridion (INT)	Relic Smith	Applied Trigonometry (INT)
The Scholar can write a manual about any one of their own skills by rolling **Enchiridion** against a DC equal to 14+ the ranks in that skill. On reading an **Enchiridion**, another target halves the amount of I.P needed to level up that skill. An **Enchiridion** is tailored to a specific target, takes one day per rank to write and works only if the target's ranks in that skill are below or equal to the Scholar's own.	On gaining their first rank in **Relic Smith**, and again at additional ranks, the Scholar learns elder techniques to apply to crafted weapons and armour. These techniques increase the materials, investment cost and DC of a diagram, but provide relic worthy effects in return. **Relic Smith** can be used on a memorised diagram for the Scholar, or on a physical diagram for another.	At the start of their turn, and costing 5 STA, the Scholar may roll **Applied Trigonometry** against a DC equal to the target's DEX+10. For every point scored over this DC, the Scholar reduces the medium, long and extreme range penalty to attacks against this target by 1 (to a maximum of 6). This effect is lost once either the Scholar or the target moves.
Bestiary: Second Edition (INT)	**Runewright (CRA)**	**Astrology (INT)**
At the start of battle, the Scholar may roll **Bestiary: Second Edition** against the Monster Lore DC of a single beast or monster in sight. Success allows the Scholar to reallocate 1 point between the target's REF, DEX, BODY, SPD & WILL for every 3 points rolled over this DC. This changes all instances of the same creature and lasts until the end of the encounter.	The Scholar can scribe a rune or glyph directly onto an eligible piece of gear by rolling **Runewright** against a listed DC. Runes and glyphs require a number of materials which are lost on a failed crafting attempt, and requires a pair of Crafting Tools and 6 hours of labour time to complete.	Once per session, the Scholar may star gaze for an hour and roll **Astrology**. For every 10 points scored, the Scholar chooses one of seven constellations. At the end of the session, all players may spend general I.P. on any skill within the corresponding attribute of these constellations, whether or not they were used during the session. For every 2 constellations chosen, players gain 1 bonus point of general I.P.

Skill Tree Additional Information

Astrological Reading

Relic Smith

Dwarven	Dwarven techniques are gritty and hardy, providing form and function at the cost losing other qualities within equipment.
Elvish	Elvish techniques hail from centuries of cultural heritage and the arts, providing enchantments, decorations and subtle effects to augment and improve the magical capabilities of equipment.
Gnomish	Gnomish techniques focus upon quality, perfection and precision, providing the strongest of improvements at a high material cost and level of complexity.

Tethered (Rank 1)
DC: +1 | Type: Weapon | DWARVEN
Effect: The wielder is unable to be disarmed by non-magical means. Fastening a weapon's tether around the wrist requires an action.
Components: Thread (x2), Draconid Leather (x2) | Investment: +64
Adaptive (Rank 2)
DC: +2 | Type: Two-handed Weapon | DWARVEN
Effect: Allows a two-handed weapon to be used in 1 hand without penalty, but reduces its Weapon Accuracy by 1.
Components: Mahkaman Steel (x2) | Investment: +114
Meteorite (Rank 3)
DC: +3 | Type: Weapon | GNOMISH
Effect: Grants the Meteorite weapon effect.
Components: Meteorite Ore (x2) | Investment: +196
Deadly (Rank 4)
DC: +4 | Type: Weapon | GNOMISH
Effect: Reduces the penalty to a Strong Strike by -1.
Components: Mahkaman Steel (x2) | Investment: +228
Empowered (Rank 5)
DC: +2 | Type: Weapon | ELVISH
Effect: Grants 1 additional focus (to a max. total of 3).
Components: Gem Stone (x2) | Investment: +100
Etched (Rank 5)
DC: +2 | Type: Weapon or Armour | ELVISH
Effect: Grants 1 additional enhancement slot (to a max. total of 3).
Components: Pearl (x2), Etching Acid (x2) | Investment: +202
Silver (Rank 6)
DC: +3 | Type: Weapon | DWARVEN
Effect: Grants the Silver weapon effect, reducing the weapon's steel damage to 1d6 and its reliability by 5.
Components: Silver (x2) | Investment: +142
Balanced (Rank 7)
DC: +3 | Type: Weapon | GNOMISH
Effect: Grants the Balanced weapon effect.
Components: Dark Steel (x2), Drake Oil (x3) | Investment: +217
Reinforced (Rank 7)
DC: +3 | Type: Armour | DWARVEN
Effect: Increases the wielder's STUN by 1 (to a max. of 20), but decreases the SP of this piece of armour by 2.
Components: Dark Steel (x2) | Investment: +164
Sundering (Rank 7)
DC: +4 | Type: Two-handed Weapon | GNOMISH
Effect: Grants the Ablating weapon effect.
Components: Dark Steel (x2), Leather (x2) | Investment: +220

Enchanted (Rank 8)
DC: +3 | Type: Weapon | ELVISH
Effect: Grants the Greater Focus weapon effect.
Components: Gem Stone (x2) | Investment: +200
Flexible (Rank 8)
DC: +3 | Type: Armour | DWARVEN
Effect: Reduces the EV rating for a piece of armour by 1, but halves the number of AE slots it has (rounded down to a min. of 0).
Components: Draconid Leather (x2) | Investment: +79
Lethal (Rank 8)
DC: +2 | Type: Weapon | DWARVEN
Effect: Increases steel damage dealt by 1d6, but reduces reliability by 5. This technique has no effect when used alongside Silver.
Components: Mahkaman Steel (x1) | Investment: +114
Sturdy (Rank 8)
DC: +4 | Type: Armour | DWARVEN
Effect: Grants +5 SP to a piece of armour and increases its EV by 1.
Components: Mahkaman Steel (x2), Leather (x2) | Investment: +280
Decorated (Rank 9)
DC: +4 | Type: Weapon or Armour | GNOMISH
Effect: Doubles the value and improves the availability to 'Rare'.
Components: Gemstone (x2), Silk (x1) | Investment: +250
Slaying (Rank 9)
DC: +3 | Type: Weapon | ELVISH
Effect: Grants a permanent blade oil effect which must be present when crafting. This does not stack with another use of the same oil.
Components: Blade Oil (x1), Infused Dust (x2) | Investment: N/A
Piercing (Rank 9)
DC: +3 | Type: Bladed Weapon | GNOMISH
Effect: Adds Armour Piercing. This becomes Improved AP if the diagram already provides Armour Piercing.
Components: Dark Steel (x2) | Investment: +164
Invigorating (Rank 10)
DC: +3 | Type: Armour | ELVISH
Effect: Increases the wearer's maximum health & stamina by 5.
Components: Glowing Ore (x2) | Investment: +160

Runewright

Rune	Material	DC
Stribog & Zoria	Glowing Ore (x1), Infused Dust (x3)	16
Devanna, Morana, Perun, Svarog & Triglav	Meteorite (x1), Infused Dust (x3)	18
Chemobog, Dazhbog &Veles	Gemstone (x1), Infused Dust (x4)	20

Glyph	Material	DC
Air	Essence of Wraith (x1), Infused Dust (x3)	18
Earth	Dwarven Immortelle (x1), Infused Dust (x3)	
Fire	Lunar Shard (x1), Infused Dust (x3)	
Water	Optima Mater (x1), Infused Dust (x3)	
Magic	Fifth Essence (x1), Infused Dust (x4)	20

Notes

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